GAMETEK

2999 N.E. 191st Street, Suite 500, North Miami Beach, FL 33180 U.S.A.

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GAMETEK

PINBALL DREAMS

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

STARTING UP

Make Sure your Super Nintendo Entertainment System power switch is turned OFF. Insert your Pinball Dreams game Game Pak, then turn ON the power switch.

CONTROLS

Control Pad

- Is used to shoot the ball. Upon release, the ball will be launched.
- In configuration one, the left flipper is controlled by pressing the CONTROL PAD.
- In configuration 2, pressing the CONTROL PAD will simulate shaking the table.
- In configuration 2, pressing the CONTROL PAD in quick repetitions will cause the game to tilt.
- The CONTROL PAD also allows you to change the number of players you would like to have in each game. Follow the on screen instructions, and choose between 1, 2, 3, 4, 6, 7 or 8 players.

Select Button

- Chooses desired game.
- Pressing the SELECT Button during a game will allow you to quit the game during play.

Start Button

- Press the START Button to lock in your game choice.
- Press START to begin game play.
- The game may be paused by pressing the START Button.

A Button

- In configuration one, the "A" Button may be used as the Right Flipper.

B Button

- Pressing the "B" Button in the selection screen will allow you to change your controller buttons for the L and R Flippers.
- In configuration one, the "B" Button may be used as the Right Flipper.

X Button

- Pressing the "X" Button in the selection screen will allow you to turn ON and OFF the sound effects in the game.

Y Button

- Pressing the "Y" Button in the selection screen will allow you to turn ON and OFF the Pinball Dreams music.

L Button

- In configuration two, pressing the "L" Button will activate the Left Flipper.

R Button

- In configuration two, pressing the "R" Button will activate the Right Flipper.

NOTE: In configuration one, pressing the L & R Buttons will simulate shaking the table, pressing the L & R Buttons in quick repetitions will cause the game to tilt.

GAME SELECTION

At the main selection screen, you will see 3 icon boxes in the top right hand corner of the Screen:

1) The first icon box is the controller option. Leaving it alone will allow you to use the CONTROL PAD and the A, B, X, and Y Buttons as your L & R Flippers. If you do not care for this configuration, you may change the buttons for your flippers. Pressing the B Button allows you to place a red "X" over the controller icon. When you do this, the L & R Buttons become your L & R Flippers.

2) The second icon box is the music. If you would like to turn the music OFF, you need to press the "Y" Button in the selection screen. This will place a red "X" over the music icon, and all sound effects will cease. **If you would like to leave the sound effects on, just leave this box alone.**

3) The third icon box is for the sound effects. If you would like to turn the sound effects OFF, you need to press the "X" Button in the selection screen. This will place a red "X" over the music icon, and all sound effects will cease. **If you would like to leave the sound effects on, just leave this box alone.**

NOTE: Turning the sound effects OFF does not effect the music. **These are two different options.**

To choose a game press the CONTROL PAD UP/ DOWN or the SELECT Button to move the highlighted X next to the desired game. Press START to select a game.

The Hi-Scores will display after the main menu. If you would like to see it sooner, you will need to press the SELECT Button or the "A" Button. To return to the main menu, press either the SELECT or START Button.

To shoot the ball, press and hold either the CONTROL PAD or the B Button. Upon release, the ball will be launched.

The game may be paused by pressing the START Button. To resume play, press the START Button. Pressing the SELECT Button will allow you to quit the game you are presently playing. After pressing SELECT, you will see the words "Really Quit" across the bottom of your screen. If "Yes", press START, if "No" press the CONTROL PAD and press START to resume game play.

IGNITION GAME PLAY

1. WARP ROLL-OVERS.

One of the 4 roll-over lights will be lit each time a ball is to be fired from the chute. If the ball rolls over the lit light you will be awarded the x2 Multibonus (a "Skill Shot").

Each time you light up all 4 roll-over lights you are awarded a Multibonus. You can collect Multibonuses of x2, x3, x4, x6 and x8.

This light is set on a cycle that can be adjusted by using the Flipper keys. Each time you light the set after you've collected all of the Multibonuses, you are awarded 1 million points.

2. LIGHT DROP-TARGETS.

Each time you light up all 5 Drop-Targets, you enable a Bonus. There are 3 bonuses to collect:

OCCASION OF LIGHTING TARGETS	BONUS
1st time	Extra Ball
2nd time	5 Million points
3rd time	10 Million points

The Extra Ball is collected from the balltrap. The 5 and 10 Million point Bonuses are collected in the Left Passage.

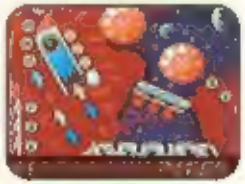
When you've collected all 3 bonuses, only the 5 and 10 million bonuses will repeat. The extra ball will not repeat.

3. THE LEFT PASSAGE.

Each time you shoot the ball through the Left Passage you collect its points value and set up the next points score. The Passage starts with a point value of 50,000 and goes through 100,000, 250,000, 500,000, 750,000, 1,000,000 up to 2,500,000 points.

Every 20 seconds the highest point value will become unavailable, so be quick to collect the points once you've got the opportunity!

4. THE 500 DROP-TARGETS.



Each time you hit these 2 Targets, you are awarded 50,000 points.

5. THE MUSHROOM BUMPERS.

Each time you hit a Mushroom Bumper, you are awarded 500 points.

6. THE BALL-TRAP.

Each time you shoot the ball into the Ball-Trap, you are awarded a point bonus as follows:

SHOOTING THE TRAP	BONUS
1st time	100,000 points
2nd time	250,000 points
3rd time	500,000 points
4th time	1,000,000 points

The score cycle is made in such a way that the 4th time you shoot the Trap, you are awarded 100,000 points and so on.

7. THE "SPELL IGNITION" DROP-TARGETS AND THE "IGNITION" TEXT.

Each time you light up the 3 "Spell Ignition" lights (just above the IGNITION logo), you light up one letter of the logo. When you have lit up the entire word IGNITION, you are entitled to a Jackpot which can be collected in the Ball-Trap.

8. THE LEFT DROP-TARGETS.

Each time you light up all 4 Left Drop-Targets, you are entitled to a "Collect Fuel" bonus. Shoot the ball through the Left Passage to collect the Fuel and fly to a new Planet. The more Planets you visit, the higher the Bonus you can collect.

9. THE SUN-RUN AND SUN LIGHTS.

Each time you shoot the ball through the Sun-Run (the channel on the right) you enable one of the 3 Sun lights above it. Each time you light all 3 of these lights, a Bonus is possible:

LIGHTS SUN LIGHTS	BONUS
1st time	Hold Bonus
2nd time	Score Bonus
3rd time	Double Bonus

You can collect the Hold Bonus by shooting the ball through the Sun-Run again. You can collect the Score Bonus by shooting the ball into the Ball-Trap. You can collect the Double Bonus by shooting the ball through the Sun-Run again.

Once you have collected all 3 bonuses, the Score Bonus and Double Bonus reset can be used again, time after time.

You also score 1 boost (10,000 points) each time you shoot the ball through the Sun-Run.

STEEL WHEEL GAME PLAY

1. ARROW ROLL-OVERS.

If you shoot the flashing arrow from shooting the ball into the table from the ball shoot, you collect a skill-shot, as follows:

SKILL SHOT	POINTS
1st time	1,000,000
2nd time	2,000,000
3rd time	3,000,000
4th time	5,000,000
5th time	10,000,000
6th time	20,000,000

Each time all 3 arrow lights are lit, you should collect a Multibonus:

LIGHTING	MULTIBONUS
1st time	x2
2nd time	x3
3rd time	x4
4th time	x5
5th time	x6
6th time	x7

Every time you light all 3 arrows after collecting all of the multi-bonuses this light is set on a cycle that can be adjusted by using the Flipper keys.

2. THE LEFT RAMP.

Each time you shoot the ball through the Left Ramp you collect the ticket value shown at its entrance.

TICKET VALUES ARE:
100,000 points, 250,000 points, 500,000 points, 750,000 points, 1,000,000 points

If you shoot the ball through the Left Ramp and then do it again within 8 seconds, you collect a 1 million point bonus.

3. THE MIDDLE TUNNEL.

Shooting the ball through the middle tunnel enables the "Spin The Wheel" feature in the Top Ball-Trap the "SP" light under the top ball trap will light to signify this.

You can collect an Extra Ball here when the "XB" light is lit.

You can collect the Jackpot here when the "JP" light is lit.

You should collect 50,000 points, every time the ball goes through this Tunnel. You also enable the Extra Carrier feature when you shoot the ball here.

4. THE TOP BALL-TRAP.

You can collect the following Bonuses here if their lights (underneath the trap) are flashing:

Double Bonus - Gives you a double bonus score feature

Hold Bonus - Gives you "Bonus Held"

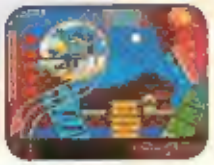
Score Bonus - Increases your score bonus

Spin the Wheel - this will rapidly cycle through:

(1) Extra ball
(2) 1 million points
(3) Jackpot
(4) 2 million points
(5) Adds the next ticket value for the Left Passage
(6) 3 million points

These are shown as text in the panel. The game stops while one bonus is picked randomly (the "wheel" cycling slows down to a stop) and awarded. If no bonuses are lit, shooting the ball into the Trap raises the Jackpot by a random amount.

5. MUSHROOM BUMPERS.



Each time you hit a Mushroom Bumper, you are awarded 500 points.

6. THE STEAM TARGETS.

Each time you spell STEAM by lighting all of the letters, you set up the next ticket value for the Left Ramp.

7. THE RIGHT DROP-TARGETS.

Each time you light both Right Drop-Targets, you set up the next available bonus feature for the Right Ball-Trap. The bonuses are:

1 million points - Next ticket value for the Left Tunnel

5 million points - Extra Ball

You can also set up the following features for the Top Ball-Trap only by lighting the drop targets:

LIGHTING	BONUS CHANCE
1st time	Hold Bonus
2nd time	Double Bonus
3rd time	Score Bonus
4th time	Jackpot

These Bonuses should cycle, i.e. if you light up the Drop-Targets a fifth time, you are entitled to a Double Bonus and so on.

8. THE RIGHT BALL-TRAP.

Shooting the ball into this trap awards the flashing Bonus. Bonuses are:

1 million points - Ticket value for the Left Tunnel

5 million points - Extra Ball

If there are no Bonuses lit, then the jackpot is increased by a random amount. When all Bonuses have been collected, they reset so that they can be collected again.

"BEAT-BOX" GAME PLAY

1. THE STAR ROLL-OVERS.

Each time you light up all three Red Star lights, you collect a Multibonus. You can enable Multibonuses of X2, X3, X4, X6 and X10 (in this order).

Each time you light up the three Star lights after collecting all of the Multi-bonuses, you are awarded a Double Bonus. This light set can be cycled clockwise using the Left and Right Flipper Keys.

2. THE MUSHROOM BUMPERS.

Each time you hit a Mushroom Bumper with the ball, you will be awarded 500 points.

3. THE LEFT RAMP AND THE TOUR BONUSES.

Shooting the ball up the Left Ramp awards the current Tour Bonus. There are three Tour Bonuses to collect. They are:

TOUR	BONUS
Europe Tour	Awards 500,000 points
U.S.A. Tour	Awards 1,000,000 points
Big World Tour	Awards 2,000,000 points

The current Tour Bonus is shown by a flashing circular blue light at the entrance to the Left Ramp. You do not have to light and collect the Bonuses one at a time; it is possible to light all three Bonuses in any order and then collect them.

Collecting the Big World Tour Bonus enables the Jackpot.

4. THE LEFT PASSAGE AND THE BONUS SCORE ARROWS.

Shooting the ball into the Left passage awards the current flashing red Arrow Bonus Score. There are six Arrow Bonuses to collect:

BONUS SCORE	ARROW BONUS
Score Bonus	Awards a random Score Bonus
Double Bonus	Awards twice the random Score Bonus
Hold Bonus	Enables the Bonus Held feature
Extra Ball	Awards an Extra Ball
Jackpot	Awards the Jackpot
Mega Hit	Awards the increasing score value shown in the panel

If no Bonuses are lit, then shooting the ball into the Left Passage increases the Jackpot by a random amount.

If the Extra Ball is collected, the "Hit The Charts" light will be lit to indicate it.

5. THE MIDDLE RAMP.

Each time you shoot the ball up the Middle Ramp, one of the three green Arrow lights will be lit. Each time you light all three Arrow lights, you enable the LP/CD/MC Bonus and one of the following:

Hold Bonus, Double Bonus, or Score Bonus.

These three Bonuses cycle so that the fourth time you light all three Arrows, you will be awarded LP/CD/MC and Hold Bonus, and so on.

6. THE MIDDLE TARGET.

Hitting the Middle Target with the ball lights enables one position in The Europe Charts. The blue arrow below the Target will flash and you will collect 10,000 points.

7. THE MIDDLE TUNNEL AND THE FORMAT BONUSES.

Shooting the ball through the Middle Tunnel awards the current Format Bonus. The current Format bonus is shown by a flashing circular green light from the set under the entrance to the Middle Tunnel. There are five Format Bonuses to collect as follows:

FORMAT	BONUS
Single	Awards 100,000 points
Video	Awards 250,000 points
Max 12" Single	Awards 500,000 points
CD/LP/MC	Awards 750,000 points
Movie	Awards 1,000,000 points

Shooting the ball there will also award you the next number in either the Europe or U.S.A. Charts if you have hit them (numbers 6, 5, 4, 3, 2 or 1). Reaching number 1 in any chart awards 5,000,000 points. Once the ball has gone through the Tunnel it will reappear in the Mushroom Bumpers area.

8. THE RIGHT TUNNEL AND THE WHITE ARROW LIGHTS.

Each time you shoot the ball into the Right Tunnel one of the three white Arrow lights will light up. Light all three Arrows to enable the Movie Bonus and one of the following:

Double Bonus, Extra Ball or Mega Hit.

These Bonuses cycle so that the fourth time you light up all three arrow lights, both Movie and Double Bonuses will be awarded.

9. THE RIGHT RAMP AND THE BLUE ARROW LIGHTS.

Shooting the ball into the Right Ramp will collect a Single Bonus. Also, each time you shoot the ball into the Right Ramp you will collect one of the three Blue Arrow lights just under the Ramp entrance. Each time you light all three you enable a Format Bonus as follows:

Video - The first time you light all 3 Blue Arrows.

Maxi 12" Single - The second time you light all 3 Blue Arrows.

These Format Bonuses cycle, so that the third time you light up all 3 Blue Arrow lights you will collect the Video Bonus, and so on.

10. THE RIGHT TARGET.

Hitting the Right Target with the ball enables the U.S.A. Charts. The Blue Arrow to the left of the Target will flash and you will collect 10,000 points. Shooting the ball into the Middle Tunnel will now award you the next number in the U.S.A. Charts.

NOTE: You have to hit the target for each number in the chart (i.e. 6 times).

11. THE DOLLAR DROP-TARGETS.

Each time you light up all three white Dollar Drop-targets you will collect a Tour Bonus as follows:

Europe Tour - The first time all three lights are lit
U.S.A. Tour - The second time all three lights are lit
Big World Tour - The third time all three lights are lit

These bonuses are cycled so that lighting up all three lights a fourth time will enable the Europe Tour and so on.

"GRAVEYARD" GAME PLAY

1. TOP-LEFT BALL-TRAP.

Shooting the ball here awards the Double Bonus when lit or locks the ball in when "LK" is lit. If neither light is lit, shooting here adds a random score to the Jackpot. You can collect the lit Red Bonuses from the top-left Ball-Trap when they are lit. The Bonuses are:

Extra Hour, Score Bonus, Hold Bonus, Extra Ball and 10 million points.

2. THE D.I.E. ROLL-OVERS.

Spelling D.I.E awards the next available Multibonus, as follows:

SPELL DIE	MULTIBONUS
1st time	x2
2nd time	x4
3rd time	x6
4th time	x8
5th time	x10

Collecting the x6, x8 and x10 Multibonuses also sets up the Double Bonus feature. Collecting x10 Multibonus opens the wax to the Double Bonus and Extra Ball features. After you have collected the x10 Multibonus, each time you spell DIE, a Double Bonus and Extra Ball are allowed simultaneously.

3. MIDDLE LEFT BALL-TRAP.

Shooting the ball here awards the following Bonuses when lit:

Score Bonus • Extra Ball • Jackpot

If you shoot the ball here 3 times, you can check out the Ball-Lock feature:

Shoot the Trap once to enable the "IL" ("Initiate Lock") light.

Shoot it a second time to fix the "IL" light.

Shoot the Trap a third time to activate Ball-Lock.

Now shoot the ball into either the Top Left or Lower Left Ball-Traps (the "LK" ("Lock") lights will be lit) to lock the ball in. When a ball is locked, a new ball will appear in the chute. Shoot this ball, and aim for the Top-left Ball-Trap to score Multi Jackpot (Jackpot x2).

4. THE LOWER-LEFT BALL-TRAP.

Shooting the ball here activates the "Mystery Spin" in the panel if the "SP" light is lit. The following Bonuses will rapidly cycle through until one is selected. You will then be awarded the following:

100,000 points, Hold Bonus, 3 million points, 10 million points, Extra Ball, Catch-Up (Doubles your score or adds the highest player score to your own Jackpot).

If the "LK" light is lit, shooting the ball here locks it in and places a new ball in the chute so you can shoot for the Multi Jackpot. If neither lights are lit, shooting here adds a random score to the Jackpot.

5. THE MUSHROOM BUMPERS.

Hitting a Mushroom Bumper awards 1000 points.

6. THE LEFT RAMP AND ITS ROMAN NUMERALS.

Each time you shoot the Left Ramp you are awarded 50,000 points.

If one of the roman numerals is flashing in the left stack, you're on your way.

NOTE: You need all numerals in both left and right stacks to reach Midnight.

If Midnight is active, you will be awarded 5 million points each time you shoot the Left Ramp.

(Reaching Midnight sets up the Hurry-Up feature on the Right Ramp.)

If you shoot the Left Ramp 8 seconds or less after shooting the Right Ramp you are awarded 1 million points.

If you shoot the ball through the Left Ramp so that it goes up and over the DIE Rollovers and then down the Right Ramp (a "loop"), you are awarded 1 million points.

7. THE RIGHT RAMP AND ITS ROMAN NUMERALS.

Each time you shoot the Right Ramp, you are awarded 50,000 points.

If one of the roman numerals is flashing in the right stack, you're looking lucky.

NOTE: You will need all of the numerals in both left and right stacks to reach Midnight.

If Midnight is active, you will be awarded 5 million points each time you shoot the Right Ramp.

(Reaching Midnight enables the Hurry-Up feature on the Right Ramp.)

If Hurry-Up is active, shooting the Right Ramp awards the score as shown in the panel (initially 20 million, but ever-decreasing).

If you shoot the Right Ramp 8 seconds or less after shooting the Left Ramp, you are awarded 1 million points.

If you shoot the ball through the Right Ramp so that it goes up and over the DIE Rollovers and down the Left Ramp (a "loop") you will be awarded 1 million points.

8. THE MUSHROOM DROP-TARGETS.

There are 5 Red Bonus features to be enabled from lighting up all 3 Mushroom Drop-Targets:

Extra Hour, Score Bonus, Hold Bonus, Extra Ball and 10 million points.

9. THE R.I.P LIGHTS.

Each time you spell R.I.P you add a letter to the GRAVEYARD. When you have spelled GRAVEYARD, you've set up the Jackpot.

Spelling RIP also enables the Mystery Spin in the Lower-Left Bell-Trap.

HIGH SCORE

If you score above 500,000 points, you may enter your initials in the Hi-SCORE. Your slot will be blinking, use the DIRECTIONAL PAD UP/DOWN to change the letter and the DIRECTIONAL PAD LEFT/RIGHT to move to the next letter.

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Gametek Customer Relations

Phone: (305) 935-8058

Fax: (305) 932-8651

Monday through Friday, 8 a.m. to 8 p.m., Eastern Time.

CREDITS

Artwork By: 21st Century

Programming By: Spidersoft Ltd.

Music and SFX By: Martin Walker

Spidersoft Management By: Steve Marsden

Produced By: Barry Simpson

Manual Written By: Barry Simpson

Gametek, Inc.

Producer: Van Collins

Production Manager: Sherry Kross

Manual Edited By: Stacey Ruderman

Manual Design: Griffes Advertising

Package Design: Stephen Curran and John Tombley

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